

YGames Pro Series Season 5 Official Rules



YGAMES

PRO SERIES

CS2

YGames Pro Series Season 5

Official Rules

Foreword

These are the official rules of YGames Pro Series Season 5.
YGames Pro Series (YGPS from here on) is an online European tournament with main focus on the Central European region.
That being said, the tournament operator of YGPS does not support favoritism in esports and provides a fair and transparent playing field for all teams and players.

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Version 2.0.3

Changelog for each version after 2.0.0 can be found down below after the Ethical codex.

1. General rules

- 1.1. The YGames Pro Series Season 5 is solely organized, operated and owned by Yvents, s. r. o.
- 1.2. Yvents, s.r.o., as the tournament operator, will process the personal data of each player participating in the tournament in compliance with national GDPR law ([Ochranou osobných údajov a podmienok ochrany súkromia](#)). By registering, players consent to their data being used for tournament operations, including match administration, broadcasting, and promotional purposes.
- 1.3. Tournament operator reserves the right to update these rules to for example include outcomes and decisions made during the tournament. To ensure a fair and transparent process, each change will be noted in the changelog.
- 1.4. All teams and players agree with all the rules listed in this document by:
 - 1.4.1. Registering to a qualifier associated with this tournament
 - 1.4.2. Continuing the invitation process after the first acceptance of an invite (after receiving these rules, public data document etc.)

- 1.5. Yvents, s.r.o. reserves the exclusive rights to broadcast, record, and edit all materials from selected matches in the tournament and share them with its partners.
 - 1.5.1. Players, teams and casters must obtain written approval from the organizer to broadcast footage from this tournament.
 - 1.5.2. Different rules apply to Open Qualifiers (5.3.6) and the rest of the tournament (8.10)
- 1.6. Academy teams are allowed to participate in the tournament. If an organization has both a main team and an academy team, competitive integrity guidelines may apply to prevent conflicts of interest.
- 1.7. Only players who are at least 16 years old may participate in the tournament. Players who turn 16 during the tournament or qualifiers may request an exception from the tournament operator, which will be reviewed on a case-by-case basis.
- 1.8. YGPS will use the current time zone of Slovakia (CET/CEST) during the tournament:
 - 1.8.1. Before March 30 - CET(UTC+1) will be used
 - 1.8.2. On March 30 and afterward - CEST(UTC+2) will be used

2. Communication with the tournament operator

- 2.1. All communication is handled via email or YGames discord servers. The administrator will provide access to specified closed channels of the discord, to all participants of Closed Qualifier and Main event in YGPS.
- 2.2. In case of general questions about the tournament or appeals, please contact the organizer via email at proseries@ygames.sk.
 - 2.2.1. All the official appeals to the decisions made during the tournament are necessary to be sent within a 24-hour timeframe from the incident to the previously mentioned email.
- 2.3. In case of schedule questions, change requests or other specific questions, contact our admins on our Discord platforms:
 - 2.3.1. [YGames Community \(preferred for qualifiers\)](#)
 - 2.3.1.1. It is necessary to verify yourself in #niesom-bot where you must click on a green checkmark and CS2 icon.
 - 2.3.2. [YGames Production \(preferred for Closed Qualifier and Main event\)](#)
 - 2.3.2.1. Required permissions and roles will be given to each team by the tournament administration.

3. Prizepool

- 3.1. Teams advancing to the playoff stage will receive an award based on their final placement.
- 3.2. The total prize money that will be distributed between the teams in playoff is 25 000€.
- 3.3. The organizer reserves the right to reduce a team's total winnings if the team violates tournament rules or the ethical codex.
 - 3.3.1. Prize reductions will be determined at the discretion of the tournament administration .

- 3.3.2. Prize reductions will be determined based on the severity of the violation(s).
- 3.3.3. All deductions will be documented and justified.
- 3.3.4. Tournament reductions can be appealed as per rules mentioned before (2.2).
- 3.3.5. Details on what can create and how it will impact the prize reduction are listed in the rules below (9).
- 3.4. YGPS Season 5 prize pool distribution:
 - 1st place: 11 650€
 - 2nd place: 6 000€
 - 3rd place: 2 500€
 - 4th place: 1 650€
 - 5-8th place: 800€ each

4. Tournament slot

- 4.1. Participation in YGPS Season 5 is limited to receiving a “tournament slot” from the tournament operator, usually by receiving an official invite.
- 4.2. Tournament slots are assigned to a roster upon acceptance of an invitation and remain with the roster as long as roster continuity requirements are met.
 - 4.2.1. If a roster is represented by an organization, the organization may handle administrative and financial matters, but the slot remains tied to the roster.
 - 4.2.2. A minimum of three players from the invited roster must remain together for the team to retain the slot.
 - 4.2.3. A minimum of three players from the qualified roster must remain together for the team to retain the slot.
- 4.3. Tournament slots are valid for the duration of the tournament unless forfeited due to roster changes or disqualification under tournament rules.
- 4.4. Tournament slots can only be transferred if at least three players from the original roster that received the invite remain together i.e. they move together somewhere else or leave the organisation.
- 4.5. The organizer reserves the right to revoke a roster’s tournament slot in the event of a severe breach of the rules or non-compliance with pre-agreed contractual conditions.
- 4.6. A roster can receive a tournament slot under the following conditions:
 - 4.6.1. Team is Rank #9 or below in the official invitation EU VRS 3/2025 list.
 - 4.6.2. Team roster includes at least 3 players from their roster on EU VRS 3/2025 on the date of invitation (generally 4.3.2025, but may vary for different teams).
 - 4.6.3. No more than 16 teams (since YGPS includes 16 VRS slots) ranked higher have accepted their invitation.
 - 4.6.4. Team qualifies through open qualifiers.
- 4.7. Tournament slot can be revoked under one of these conditions:
 - 4.7.1. Refusal of the official invite.
 - 4.7.2. Severe breach of the tournament’s official rules or ethical codex. Ruling is given on a case-by-case basis.

- 4.7.3. Non-compliance with pre-agreed contractual conditions.
- 4.7.4. Not adhering to rule 4.6.2. makes the team's invite eligibility invalid.
- 4.7.5. If fewer than three original players remain in the roster, the slot is forfeited and the team disqualified.
- 4.7.6. If a tournament slot is revoked before the start of the tournament, a roster/team might be changed for a different one if the process and choice can adhere to TOR, fairness and equality guidelines.
- 4.7.7. If a tournament slot is revoked during the tournament, unless the same process as in rule 4.7.6 can apply, the tournament slot is left empty and the rest of the tournament is planned accordingly.
- 4.8. For YGPS Season 5 there are 24 tournament slots in total:
 - 4.8.1. 8 tournament slots for the closed qualifier for teams that qualify via open qualifiers.
 - 4.8.2. 8 tournament slots for the closed qualifier for teams on 3/2025 EU VRS list.
 - 4.8.3. 8 tournament slots for the swiss group stage for teams on 3/2025 EU VRS list that are ranked higher than teams mentioned in the rule 4.8.2.

5. Tournament format

- 5.1. YGPS Season 5 consists of 24 teams. The tournament starts at 7.4.2025 with Close Qualifier and continues until the last tournament match.
- 5.2. The tournament has multiple stages: Open Qualifiers, Closed Qualification, Swiss Group Stage and Playoff.

5.3. Open Qualifiers

- 5.3.1. Format: Single Elimination Bracket
- 5.3.2. Match format: Best of 1, Best of 3 for TOP4 teams (qualifying matches).
- 5.3.3. Open qualification will be played via the platform FACEIT.
- 5.3.4. Open qualification will be randomly seeded based on the FACEIT system. (ELO can affect this seeding). The teams order for the matches map veto will be selected randomly by the platform.
- 5.3.5. Administrator of the tournament can be called via button "call admin" on the FACEIT platform or on YGames community discord in room #ygps-open-qual in CS2 section.
- 5.3.6. First person streaming (POV) is allowed in open qualification under these rules:
 - 5.3.6.1. Minimum delay of 240 seconds.
 - 5.3.6.2. In case a team / player continues to stream without the required delay after being warned by the administration, the team gives up the right to appeal the match result based on the stream sniping rule.
 - 5.3.6.3. When the delay is set above or equal to 240 seconds, watching the stream is not considered as stream-sniping.
 - 5.3.6.4. Third party (not POV) streams are handled by rule 8.10 even in Open Qualifier.
- 5.3.7. Player requirements:

- 5.3.7.1. All the players are required to follow the rules of the tournament and also rules of the FACEIT platform.
- 5.3.7.2. Players with permanent ban on the FACEIT platform and/or in CS2 cannot participate in the open qualifier.
- 5.3.7.3. Players with temporary or any other ban **for cheating** on the FACEIT platform and/or in CS2 cannot participate in the open qualifier.
- 5.3.7.4. Each player must have a FACEIT account with verified email and have a downloaded and fully operational FACEIT anticheat during the whole duration of the qualifier.
- 5.3.8. Roster requirements:
 - 5.3.8.1. Team in the open qualifiers has to consist of 5 players, max. 2 stand-ins and one coach.
 - 5.3.8.2. Coach must be tagged as “coach” on the FACEIT platform. Otherwise, the coach won't be able to join the coach role in-game.
 - 5.3.8.3. In case of other servers than FACEIT, the game currently does not support coaching, meaning that coaches won't be allowed on the server, until Valve adds this feature back.
- 5.3.9. For participation in the CZ/SK region locked open qualification, it is necessary to register via platform yzone.sk first. ([Qualification](#)).
 - 5.3.9.1. Only teams from Czech & Slovakia can participate, players 2/5, 2/6 or 3/7 per team are an exception to this condition (coach is not counted within this exception).
 - 5.3.9.2. It will be possible to register on the FACEIT platform after the registration on yzone.sk, where you will receive an email with the FACEIT tournament link. Sharing the link can lead to disqualification.
 - 5.3.9.3. All teams must include at least 3/5, 3/6 or 2/7 Czech or Slovakian players in each match (the number on the right is the number of all registered players in that team).
- 5.3.10. Players from rosters which already received an invitation cannot participate in the qualification.
- 5.3.11. Players from rosters which already qualified via Open Qualification can't qualify again with different teams, teams next in line (loser of the qualification match) will qualify instead.
- 5.3.12. TOP2 teams from each open qualifier advance to the Closed Qualifier phase of the tournament.
- 5.3.13. Last matches (between qualified teams) of each open qualifier will be played for seeding purposes in Bo1 format.
- 5.3.14. Schedule:

CZ/SK Open Qualifier - 23.03.2025 from 17:00 CET - this tournament is requires at least 3 players to come from Slovakia or

Czechia

EU Open Qualifier #1 - 15.03.2025 from 17:00 CET (until only 8 teams remain) and 16.03.2025 from 11:00 CET (Last round of Bo1 and qualifying Bo3)

EU Open Qualifier #2 - 25.03.2025 from 17:00 CET (until only 8 teams remain) and 26.03.2025 from 17:00 CET (Last round of Bo1 and qualifying Bo3)

EU Open Qualifier #3 - 29.03.2025 from 17:00 CET (until only 8 teams remain) and 30.03.2025 from 15:00 CEST (Last round of Bo1 and qualifying Bo3)

5.4. Closed Qualifier

- 5.4.1. Format: Swiss Group
- 5.4.2. Number of teams: 16
- 5.4.3. Schedule: From 7.04.2025 up to 19.04.2025
- 5.4.4. TOP8 teams advance to Main Stage, i.e. Swiss Group Stage
- 5.4.5. Match format: Opening rounds are Bo1, advancement and elimination matches are Bo3
- 5.4.6. Match days are Monday, Tuesday and Wednesday in the first week. In the second week Friday is added. Each matchday is starting at 15:00 CEST.
- 5.4.7. Seeding of the initial matches is based on the EU VRS 4/2025 invitation list and OQ dates and performance:
 - 5.4.7.1. Teams listed in EU VRS 4/2025 invitation list will be seeded according to their ranking.
 - 5.4.7.2. Teams not present in EU VRS 4/2025 invitation list will be seeded below all ranked teams.
 - 5.4.7.3. If multiple teams are unranked, they will be seeded relative to each other based on qualification date (earliest first) and seeding match results from the open qualifier.
- 5.4.8. Seeding of the rest of the matches (round 2 and after) is based on following factors in this order:
 - 5.4.8.1. Current score (1-0, 2-0, 1-1 etc.)
 - 5.4.8.2. Teams current map difference (total maps won minus total maps lost in previous rounds).
 - 5.4.8.3. Teams current round difference (total rounds won minus total rounds lost in previous rounds).
 - 5.4.8.4. Teams rank in the official invitation EU VRS 4/2025 list.
- 5.4.9. After each round, teams with the same record are paired with each other based on seeding rules mentioned above.
- 5.4.10. The tournament operator will apply Swiss pairing rules to avoid teams facing each other more than once in the first three rounds, whenever possible based on the available pool of teams.
- 5.4.11. Teams that win 3 matches (3-0, 3-1, or 3-2) qualify for the Main Event.

- 5.4.12. Teams that lose 3 matches (0-3, 1-3, or 2-3) are eliminated from the tournament.
- 5.4.13. The Closed Qualifier continues until 8 teams qualify for the Main event and 8 teams are eliminated.

5.5. Swiss Group Stage

- 5.5.1. Format: Swiss Group
- 5.5.2. Number of teams: 16
- 5.5.3. Schedule: from 28.4.2025 up to 21.5.2025
- 5.5.4. TOP8 teams advance to Playoffs
- 5.5.5. Match format: All matches are Bo3
- 5.5.6. Match days are Monday, Tuesday and Wednesday, each starting at 15:00 CEST.
- 5.5.7. Seeding of the initial matches is based on the EU VRS 4/2025 invitation list and CQ performance:
 - 5.5.7.1. Teams listed in EU VRS 4/2025 list will be seeded according to their ranking.
 - 5.5.7.2. Teams not present in EU VRS 4/2025 list will be seeded below all ranked teams.
 - 5.5.7.3. If multiple teams are unranked, they will be seeded by their performance in the Closed Qualifier.
- 5.5.8. Seeding of the rest of the matches (round 2 and after) is based on following factors in this order:
 - 5.5.8.1. Current score (1-0, 2-0, 1-1 etc.)
 - 5.5.8.2. Teams current map difference (total maps won minus total maps lost in previous rounds).
 - 5.5.8.3. Teams current round difference (total rounds won minus total rounds lost in previous rounds).
 - 5.5.8.4. Teams rank in the official invitation EU VRS 4/2025 list.
- 5.5.9. After each round, teams with the same record are paired with each other based on seeding rules mentioned above.
- 5.5.10. The tournament operator will apply Swiss pairing rules to avoid teams facing each other, whenever possible based on the available pool of teams.
- 5.5.11. Teams that win 3 matches (3-0, 3-1, or 3-2) qualify for the Playoffs.
- 5.5.12. Teams that lose 3 matches (0-3, 1-3, or 2-3) are eliminated from the tournament.
- 5.5.13. The Swiss Group Stage continues until 8 teams qualify for the Playoffs and 8 teams are eliminated.

5.6. Playoff

- 5.6.1. Format: Single Elimination Bracket
- 5.6.2. Number of teams: 8
- 5.6.3. Schedule: from 26.5.2025 up to 4.6.2025
- 5.6.4. Match format: Matches are Bo3, Grandfinal is Bo5
- 5.6.5. Match days are Monday and Wednesday, each starting at 17:00 CEST.

- 5.6.6. Seeding of the initial matches is based on the following factors in this order:
 - 5.6.6.1. Final placement in the Swiss Group Stage.
 - 5.6.6.2. Teams total map difference (total maps won minus total maps lost in previous rounds) in Swiss Group Stage.
 - 5.6.6.3. Teams total round difference (total rounds won minus total rounds lost in previous rounds) in Swiss Group Stage.
 - 5.6.6.4. Teams rank in the official invitation EU VRS 4/2025 list.

6. Match settings and in-game situations

- 6.1. Map pool
 - 6.1.1. Map pool can be changed during the tournament based on the current active map pool.
 - 6.1.2. Starting active map pool - map pool at the time of start of the tournament:
 - de_inferno
 - de_ancient
 - de_mirage
 - de_nuke
 - de_dust2
 - de_anubis
 - de_train
 - 6.1.3. Reserve map pool - maps that can be added to active map pool as of time of the last rule update:
 - de_overpass
 - de_vertigo
 - de_cache
- 6.2. The following settings will be used in all matches:
 - 6.2.1. Maximum number of rounds in regulation is 24
 - 6.2.2. Each round is 1 minute and 55 seconds long
 - 6.2.3. Teams start each round in regulation with \$800
 - 6.2.4. Freeze time at the start of each round is 20 seconds
 - 6.2.5. Buy time at the start of each round is 20 seconds
 - 6.2.6. Bomb timer is set to 40 seconds
 - 6.2.7. Time after the end of the round is set to 6 seconds
 - 6.2.8. Overtime:
 - 6.2.8.1. Number of rounds outside of regulation (1 overtime) is 6
 - 6.2.8.2. Start money outside of regulation is \$12,500
 - 6.2.9. Halftime:
 - 6.2.9.1. Halftime break in regulation is 120 seconds.
 - 6.2.9.2. Halftime breaks outside of regulation are turned off.
 - 6.2.9.3. Halftime outside of regulation being turned off can have an exception due to too many rounds outside of regulation (depends on teams and admin team).
- 6.3. Tactical pauses

- 6.3.1. Each team has 4 tactical pauses in each game
- 6.3.2. Each tactical pause lasts for 30 seconds
- 6.4. Technical pauses
 - 6.4.1. Each team has overall 5 minutes per map for technical reasons
 - 6.4.2. In case a team exceeds their maximum technical pause time, the map can be forfeited in extreme situations. This decision solely falls on the tournament operator.
 - 6.4.3. The administration/tournament operator can decide to prolong the technical pause or reschedule the match in special situations.
- 6.5. Team roster
 - 6.5.1. Teams can continue their match only with 5 members present
 - 6.5.2. In case a team has 4 or less connected players when the official time to connect runs out(or after tech pause is over) the map will be forfeited.
 - 6.5.3. In case a player will disconnect during a round after damage dealt, the match continues to the end of the round as if there was disconnection.
 - 6.5.4. In case a player will disconnect during a round before any damage dealt, the match restores to the round before the disconnection.
- 6.6. In case of playing on a platform (FACEIT for example), where this configuration is not possible to edit, organizer and players will have to adjust to platform settings.
- 6.7. In case of a server-crash, if the result of the round cannot be determined, the game will be played from the latest available backup before the crash.
- 6.8. In case the state of the game for the round of the game before the crash has finished (i.e. bomb planted 5v1), the tournament organizer can decide to deem this round as finished.
- 6.9. Players are obliged to take a screenshot of the status of the ongoing match before restarting in case of connectivity problems.
- 6.10. A person in the position of coach may play or finish a series in unavoidable cases. However, the coach's appearance in the game must be arranged in advance with the tournament administrator.

7. Pre-game and outside of the game

- 7.1. Veto - deciding which map(s) are going to be played
 - 7.1.1. Teams with higher seed (at top in bracket / match) can choose to have priority or go as 2nd pick in the banning phase.
 - 7.1.2. In later stages, seeds will determine the side of the team. Seeds will be assigned based on results in the group stage.
 - 7.1.3. Best-of-One (Bo1) matches:
 - Team A removes one map
 - Team B removes one map
 - Team A removes one map
 - Team B removes one map

Team A removes one map
Team B removes one map
The left-over map will be played, this map is also referred to as a “decider”.

7.1.4. Best-of-Three (Bo3) matches:

Team A removes one map
Team B removes one map
Team A chooses one map – Team B chooses starting side
Team B chooses one map – Team A chooses starting side
Team A removes one map
Team B removes one map
The left-over map will be the deciding map in case it's needed.

7.1.5. Best-of-Five (Bo5) matches:

Team A removes one map
Team B removes one map
Team A chooses one map – Team B chooses starting side
Team B chooses one map – Team A chooses starting side
Team A chooses one map – Team B chooses starting side
Team B chooses one map – Team A chooses starting side
The left-over map will be the deciding map in case it's needed.

7.1.6. Each team is deciding their starting side on their opponents map choice.

7.1.7. Starting sides for the decider map will be decided by a knife round.

7.2. Default Win

7.2.1. Default win is a situation where a team forfeits a map or whole match as an independent decision, due to rules or as a penalisation.

7.2.2. In case of a default win, referees will mark the result as 13:0.

7.2.3. In case of tie-breaker situations the score of the maps will be set to zero from those matches which are marked as a “default win”, so that the fair result of the tie-breaker can be evaluated.

7.3. Matches are scheduled for specific times and following rules apply:

7.3.1. Tournament matches generally don't start sooner than their official scheduled time, unless both teams and tournament operator agree on this change.

7.3.2. In case the previous match is longer, the next match is delayed.

8. Responsibilities of attending teams/organisations

8.1. All teams must fulfill the following criteria to be eligible to participate in the tournament till 4.6.2025 (this date marks the end of the tournament)

8.2. All teams must be registered as a legal entity - roster should be represented by a legal entity (s.r.o., Zrt, Ltd., or equivalent) in a European Union (EU) or European Economic Area (EEA) member country. This ensures compliance with tournament administrative and financial regulations.

8.2.1. The tournament organizer may grant an exception to this rule at their sole discretion. However, in such cases, the organizer is not responsible for

additional payment processing fees, taxes, or transaction costs incurred outside the tournament's standard payment region.

- 8.3. Teams must have an active contract with their players for the whole duration of the tournament. The active contract can be canceled during the tournament.
- 8.4. Teams must have a signed contract with the tournament operator.
- 8.5. Team sponsors:
 - 8.5.1. Each team must report all sponsors that will be supporting them during the tournament. This includes sponsors that will be advertised on social media or other media platforms.
 - 8.5.2. Any new sponsorship agreements made during the season must be reported to the tournament administration.
 - 8.5.3. Teams cannot represent any sponsors or use their trademarks without a written consent of the rights holder.
 - 8.5.4. The tournament operator reserves the right to prohibit the display of any team sponsor in connection with the tournament if the sponsor conflicts with tournament policies, partner agreements, or ethical standards.
 - 8.5.5. The tournament operator also bans any affiliation of themselves, the tournament or sponsors of the tournament with any alcoholic, tobacco or sexual products.
 - 8.5.6. Additional conditions and agreements about team sponsors will be agreed within the signed contract between the tournament operator and the team.
 - 8.5.7. The tournament operator will provide written justification if a ban is enforced.
- 8.6. All teams must appoint a person (point of contact) responsible for communication with the tournament administrator. Usually team captain or manager.
 - 8.6.1. This person must be present (online and responsive to requests of the administration) on the designated communication channels (mainly discord) for the duration of each play day they are scheduled to play at
- 8.7. Teams are required to maintain at least 5 players, maximum 2 substitutes and 1 coach. Substitutes and coaches can be added during the tournament.
- 8.8. All team must provide the following information/resources to the organizer:
 - 8.8.1. An official name of the team they are representing in the tournament.
 - 8.8.1.1. The name does not have to be the same as the name of the legal entity.
 - 8.8.1.2. The team name cannot contain special characters, vulgarisms or racist insults.
 - 8.8.1.3. The team name has to be unique, owned by the legal entity and should not match with other brands or other teams worldwide.
 - 8.8.1.4. In case the team (organization) fails to provide an official name, the organizer will use a name or logo of their own choosing.
 - 8.8.1.5. All team names must be approved by the organizer.

- 8.8.1.6. All requests to change team name should be requested via email to proseries@ygames.sk
- 8.8.2. An official logo of the team they are representing in the tournament.
 - 8.8.2.1. The logo does not have to be the same as the name of the legal entity.
 - 8.8.2.2. The team logo cannot contain any unethical, vulgar or racist motives.
 - 8.8.2.3. The logo should be unique and not used by any other team worldwide.
 - 8.8.2.4. In case the team (organization) fails to provide an official logo, the organizer will use a name or logo of their own choosing.
 - 8.8.2.5. All team logos must be approved by the organizer.
 - 8.8.2.6. All requests to change team logo should be requested via email to proseries@ygames.sk
- 8.8.3. Team rosters containing the correct information about each member: name, surname, nickname, position, HLTV profile, date of birth, address of permanent residence, STEAM ID, steamID3 and steamID64.
- 8.8.4. Photos of each player in their roster. These photos should be up to date, in good quality, without background (ideally in .png) and players should wear team branded outfits.
- 8.8.5. A substitute may be added to a team's roster after the roster has been finalized in the event that the team does not have a full complement of substitutes, however, this is only in the case of unavoidable circumstances to be decided by the tournament administration.
- 8.8.6. A player can only be on the roster of a maximum of one team in the tournament. Teams carry over their roster from open qualifying / closed qualifying. If a player advances with Team A, the player cannot be placed on the roster of Team B in the tournament or closed qualifier.
- 8.9. All teams must adhere and respect the conditions for obtaining a financial prize in the payment of rewards after the end of the tournament. This rule applies (but not limited) to:
 - 8.9.1. Punctuality of the teams, e.g. to be available to play on the agreed time slot, prompt communications of any issues etc.
 - 8.9.2. To be representative, e.g. players should wear team jerseys, respect all decisions and instructions of the administration and organizer
 - 8.9.3. Willingness to participate in the preparation of reports/coverage from the event.
 - 8.9.4. Follow the rules of the tournament
 - 8.9.5. Fulfill the contract signed between the organizer and team
- 8.10. Broadcasting of specific teams and matches is allowed during the tournament (CQ up to Playoffs) under these rules:

- 8.10.1. Interested parties (being a team in the tournament is not a requirement for this) have to reach out to the tournament operator via email and receive written approval.
- 8.10.2. Tournament operator will provide a cleanfeed for these broadcast partners, use of other sources of the footage is forbidden.
- 8.10.3. Third party, which received the approval for streaming tournament matches has to share their stream stats after each stream is concluded.
- 8.10.4. Minimum delay of 120 seconds (CSTV delay doesn't count here).
- 8.10.5. Stream-sniping rules apply.
- 8.10.6. Watch parties can have an exception to rules 8.10.2 and 8.10.4, but they also must be agreed upon before the stream, unless the tournament operator gives an exception afterwards.
- 8.10.7. Both third party broadcasts and watch parties require the name of the tournament (or some form of it) in the stream title.
- 8.10.8. POV streams during the tournament are generally not permitted.
- 8.11. Team roster before and during the match
 - 8.11.1. Each team shall send the nomination for each match to the tournament administrator at least 24 hours before the start of the match, teams discord channel shall be used for this.
 - 8.11.2. In case the main roster is changed the team has to notify the tournament operator both in their discord channel and via email at proseries@ygames.sk.
 - 8.11.3. The nomination must include the starting line-up and coach.
 - 8.11.4. Only players listed on the team's roster may play in the match.
 - 8.11.5. Away games during the current season are not allowed.
 - 8.11.6. Substitutions during a match are not generally allowed during a match in progress. Exceptions are technical, medical or other demonstrable problems, which must be approved by the game administrator.
 - 8.11.7. If a player is removed from a match due to a violation of fair-play values, the team will be given 10 minutes to restart the match with a substitute. In the event that the team is unable to secure this, the game administrator will decide on the next course of action. The match may be abandoned in favour of the opponent.

9. Responsibilities of attending players and penalties

- 9.1. All players must adhere and respect the conditions for obtaining their prize pool cut (under conditions listed in rule 3) after the end of the tournament. This rule applies (but not limited) to:
 - 9.1.1. Punctuality of the teams, e.g. to be available to play on the agreed time slot, prompt communications of any issues etc.
 - 9.1.2. To be representative, e.g. players should wear team jerseys, respect all decisions and instructions of the administration and organizer
 - 9.1.3. Willingness to participate in the preparation of reports/coverage from the event.
 - 9.1.4. Follow the rules of the tournament

- 9.1.5. Fulfill the contract signed between the tournament operator and team
- 9.2. Tournament operator might require the use of webcams during the matches and/or after the matches.
 - 9.2.1. It is necessary for the players to follow this requirement through decided software announced before the match.
 - 9.2.2. The organizer holds the rights to use the webcams anytime during the broadcast.
 - 9.2.3. Players are obligated to follow instructions of admins regarding their camera angle if such instruction is given.
- 9.3. It is strictly forbidden to deliberately delay the matches.
- 9.4. It is strictly forbidden to disrupt the tournament or violate the tournament rules.
- 9.5. In case of violation of the rules, teams are punished with warnings and penalty points.
- 9.6. **Penalty points**
 - 9.6.1. Penalty points are awarded when one of the rules is broken.
 - 9.6.2. 1 penalty point is awarded for 3 warnings.
 - 9.6.3. A warning is awarded to teams and players for minor offences (for example a player being late for an official match).
 - 9.6.4. One penalty point reduces the total tournament winnings by 1%.
- 9.7. In case of severe offence, it is possible for the player or entire team to be banned/disqualified.
- 9.8. The administrator has the right to decide the amount of penalties and to deal with other situations on an individual basis.
 - 9.8.1. In case of more serious or repeated offences, it is possible for the admin team to award more than 1 penalty point.
 - 9.8.2. This applies mainly to **exceptional cases** that are not (yet) quantified in these rules into specific penalties - penalty points or suspensions.
 - 9.8.3. It is intended for cases where a **situation or violation of the rules requires a specific penalty or resolution** based on all the submissions and facts.
- 9.9. Appeals against a penalty can be made by emailing proseries@ygames.sk.
- 9.10. Players are required to use the nickname and steam account as reported on the roster. Failure to comply will result in the player/team being **warned**.
- 9.11. A player **cannot play an official match** on a steam account other than the one supplied to the tournament operator, unless an exception is agreed upon in advance by the tournament administrator. Failure to comply will result in the player/team being **warned**.
- 9.12. Players may not use vulgar, offensive or otherwise inappropriate language, nickname or avatar (photo). For each violation, the player will be reprimanded with a **warning**.
- 9.13. Players cannot play using external applications or hardware that interfere with the game. Nor can they use scripts that in any way alter game settings, players, or rendering.
 - 9.13.1. **Configs**

- 9.13.1.1. Any command that does not give an unfair advantage is allowed.
- 9.13.1.2. In case the team / player is not sure if a command is allowed, he should contact the administration beforehand.
- 9.13.1.3. The use of cl_showpos 1 command is strictly forbidden.
- 9.13.1.4. Any unallowed commands in config will be punished, no matter if the player used them or not.
- 9.13.2. **Graphic Drivers**
 - 9.13.2.1. Use of any third party program or external graphical modifiers which affect the game are strictly forbidden and are considered as cheating.
 - 9.13.2.2. Use of game bugs generated by special driver settings are considered as cheating.
- 9.13.3. **Scripts**
 - 9.13.3.1. Only scripts permitted by the game developer are allowed in the tournament.
 - 9.13.3.2. Buy menu and demo scripts are generally allowed.
- 9.13.4. **Overlay** - Use of any overlays which shows the usage of game resources (Nvidia SLI display, Rivatuner Overlay, Discord overlay) are strictly forbidden.
- 9.13.5. **Custom files and special skins**
 - 9.13.5.1. The usage of own custom game files or modifying game files is strictly forbidden.
 - 9.13.5.2. "Agent" skins are forbidden.
- 9.13.6. **External devices and drivers**
 - 9.13.6.1. Pre-installing any macros or scripts to mouse, keyboard, sound card etc. are strictly forbidden and considered cheating.
 - 9.13.6.2. Usage of DMA cards, other external hardware or software to gain information outside of normal knowledge is considered cheating.
- 9.13.7. **Game bugs** - It is strictly prohibited to knowingly or unknowingly use any game bugs that give the user an advantage.
- 9.14. A player on a team's roster cannot be BANNED from yzone.sk or any other tournament or league for a serious rule violation such as cheating. This BAN may be disallowed after discussion with the tournament administrator.
- 9.14.1. In Czechia and Slovakia these are:

All leagues and tournaments organized by PLAYzone
 All leagues and tournaments organized by Boosters (Grunex)
 All leagues and tournaments organized by CZECH NEWS

CENTER

All other bans must be additionally proven.

9.14.2. Abroad (Outside of Czechia and Slovakia) these are:

ESL
ESEA
FACEIT (admin does not take into account temporary
punishments for afking, communication, etc...)
CEVO
ESPORTAL

9.14.3. Banning on other platforms is at the discretion of the tournament admin.

9.15. **Player and team punctuality**

9.15.1. Veto for each match must be started no later than **30 minutes** before the official start of the match.

9.15.1.1. Teams and players are prohibited from deliberately delaying the veto process. Veto should be finished no later than **20 minutes** before the official start of the match.

9.15.1.2. Teams can be penalized with a **warning** for **deliberately delaying the veto process**.

9.15.2. Players are expected to be on the server a minimum of **5 minutes** before the official start of the match and be ready to be instructed and start the match. The game will **start only after** the administrators say "go", "ready" or "start".

9.15.3. If a team is late within **5 minutes** they will be given a **warning**.

9.15.4. For **every 5 minutes** of delay beyond the **initial 5 minutes**, which are punishable by a warning according to the previous bullet point, the team is punished by **3 penalty points**.

9.15.5. If a team fails to appear within **15 minutes** of the start of the agreed match, the **map is scored in favour of the opponent**. At the same time this team will be penalized **10 penalty points**.

9.15.6. In the event of a team failing to appear within **30 minutes** of the start of the agreed match, the match will be **abandoned in favour of the opponent**. At the same time this team will be fined **20 penalty points**. In special cases, the tournament management may decide against this suspension.

9.15.7. In special cases, the tournament operator may decide against these suspensions.

9.15.7.1. This usually happens if the team is late due to different competitions. In that case the match may be postponed based on joint agreement between both teams and tournament operator.

9.15.7.2. In these cases, some form of suspension is still present, but with delay or based upon a new official match start (which should be the result of the joint agreement).

9.16. Usage of **game bugs** is penalized based on the nature of their use.

9.16.1. Using a game bug unknowingly, i.e. not using it to get an advantage and showing effort to get out of that situation is penalized with a **warning**.

- 9.16.2. Using a game bug knowingly, i.e. using it to get advantage or waiting for an advantage in a situation where a game bug is used is penalized with **2 penalty points**.
- 9.16.3. Using a game bug knowingly more than once or in multiple matches is penalized with **5 penalty points** (on top of the penalty points received for using a bug once).
- 9.16.4. After the first **2 penalty points** and subsequent **5 penalty points** for using game bug twice, each infraction of this manner is penalized with **5 additional penalty points**.
- 9.16.5. Usage of bugs knowingly leads to **round reset** if no more rounds than that specific round in which bug was used were played. If exactly or more than 2 rounds were played (counting in the round in which the bug was used in), the game doesn't reset, only a **penalty**(based on the current number of times that team used a bug) is given.
- 9.17. Each team must agree to the recording of voice communications from that match.
 - 9.17.1. They must also record these communications from the moment the admin commands the connection to the game server and send them to the tournament administrator within **48 hours** after the match has been played, if the recording is not made directly by the organizer.
 - 9.17.2. If a team fails to send a recording of this communication in the event that its obligation to record and send the communication to the tournament administrator has been invoked, the team will be penalized **1 penalty point**.
- 9.18. No player or person in contact with the players during a live match may obtain information about the match in progress (or give it to the players). This rule includes:
 - 9.18.1. Stream-sniping, both by the player and by the person in contact with the player.
 - 9.18.2. Communicating with people in the physical space where the player is with the intent to share match related information outside of possible player/team knowledge.
 - 9.18.3. Getting information about the match through other communication or data streams.
 - 9.18.4. If such behaviour is proven, the team will be awarded a forfeit of the entire series. A player who intentionally commits the act of obtaining information that is subsequently used or communicated to his teammates will be penalized with ejection from the competition and a possible 2 year ban from future tournaments organized by the operator.
- 9.19. **Repeated and serious vulgar or otherwise abusive behaviour or cheating with the help of external programs or stream-sniping counts as a violation of fair-play values.**
- 9.20. Players are required to only have **one display** connected to their PCs and present on their desks.
 - 9.20.1. Players must provide a proof of this via player area cams.

- 9.21. It is **mandatory** for players of each to **provide player area cams** during the whole duration of a match.
 - 9.21.1. This camera displays the player's surroundings: display, mouse, keyboard, desk and the player himself.
 - 9.21.1.1. Player's face doesn't have to be directly visible.
 - 9.21.1.2. Display is required to be visible and camera exposure set to such levels, that game elements are prominent and recognizable.
 - 9.21.2. Player area cams will be handled **via discord** - each team will obtain a room to show their cameras.
 - 9.21.3. Player area cams will be **checked by the admin team before** each match and **players are required to follow admin instructions** to edit the scene if necessary.
 - 9.21.4. Match **cannot start** before player area cams are OK'ed by the admin team.
 - 9.21.5. Teams which do not follow admin instructions will be treated and penalized as "not ready" until the requirements are met.
- 9.22. It is **mandatory** for players to **record and provide their POV demos** after each match.
 - 9.22.1. Demos must be recorded on each map.
 - 9.22.2. Even a corrupted .dem file must be provided (to prove that the demo was recorded) if it was corrupted due to other factors (game crashing etc), it is strictly prohibited to tamper with or edit contents of .dem files.
 - 9.22.3. The following format of a dem file name should be used: date(DD/MM format)_playername_opponent_mapname.
 - 9.22.4. Each team will receive an online destination to upload these demos.
 - 9.22.5. Demo files must be provided by each player **in 48 hours after the end of the match**.
 - 9.22.5.1. If a **player fails to provide their POV demo in 48 hours** their team receives a **warning** (for each player which failed to provide the demo).
 - 9.22.5.2. After the initial 48 hours, **each next 48 hour window** will land the team in question **another warning** (for each player which failed to provide the demo).
 - 9.22.5.3. If a **player fails to provide POV demo before their next match**, they **won't be able to participate** in said next match, will be **treated as non-present** and therefore **the team will be treated as only having 4(or less) players ready** until POV demo or replacement player is provided.
 - 9.22.6. Tournament organizer reserves the right to give an exception in extreme situations.

Final provisions

Players can be banned for breach of fair play, racism or other inappropriate behaviour for up to three months on tournaments organized by Yvents, s.r.o.

It is mandatory to adhere to all rules of FAIR PLAY, in all tournaments and leagues organized by Yvents, s.r.o. The following examples are in breach of Fair Play and we will not tolerate them. It is important to state that each offense can be diametrically different, therefore each case will be reviewed and punished on individual cases. In case of enough evidence provided a specific penalty can be applied to individual players or groups of people (several players, team management, coaches, etc.) This can lead to match forfeit, disqualification of a team from the tournament and also to BAN a player or a team. Some of the punishable offenses can be found below:

- Intentional loss of match
- Attempts to bribe players/organizations
- Match Fixing and betting
- Threats
- Other situations related to violation of the FAIR PLAY rule

Ethical codex

All players must represent the tournament professionally, adhere to tournament rules, fair play principles, ethical standards, and applicable laws.

Each player and team must avoid any actions, statements, or conduct that could harm the reputation of the tournament, its operator, or its partners.

Players and teams must respect confidentiality agreements and avoid any public statements that could damage the reputation of the tournament, its organizers, or its partners.

Players and teams are obliged to take the tournament and individual matches seriously and to make every effort to achieve the best possible result and position in each match. Premature departure from the playing area, disconnection from matches, giving up matches in favor of opponents or intentional loss are strictly prohibited.

Intentionally delaying or disrupting matches or violating tournament rules is strictly prohibited. Hate speech, offensive language, racism, or discrimination will result in disqualification and a potential ban from future events, at the discretion of the tournament administration.

Players are responsible for their own behavior, and teams are accountable for the conduct of their players.

Changelog

Version 1.0.15 can be found [here](#).

- This version was used for the first EU #1 Open Qualifier.
- Previous versions were used in previous tournaments with the name YGames Pro Series.
- This version was created to completely adhere to the new TOR and cover new topics present in tournaments.

23.3.2025 - Version 2.0.1:

- 8.10.3. Sharing the stream stats after each stream is concluded.
has been changed to:
- 8.10.3. Third party, which received the approval for streaming tournament matches has to share their stream stats after each stream is concluded.

27.3.2025 - Version 2.0.2:

- **Changed rule** 5.3.7.3 Added a specification, that temporary or any other ban has to be for cheating.
- **Changed rule** 8.10 Order of the rules has been changed for more coherent reading, exception for watchparties (delay and source of the stream) has been added
- **Added rule** 8.10.8 POV streams during the tournament are generally not permitted.
- **Added rule** 5.3.6.4 Third party (not POV) streams are handled by rule 8.10 even in Open Qualifier.

29.4.2025 - Version 2.0.3:

- **Added rules** 9.20., 9.21. and 9.22. + all sub rules; these rules are applicable starting with round 2 of swiss in group stage (5th of May 2025).

15.5.2025 - Version 2.0.4:

- **Changed rule.** 5.5.10 The tournament operator will apply Swiss pairing rules to avoid teams facing each other more than once in the first three rounds, whenever possible based on the available pool of teams.
- **Has been changed to:** 5.5.10 The tournament operator will apply Swiss pairing rules to avoid teams facing each other, whenever possible based on the available pool of teams.